

INTERPLANETARY

EXPANSION 3 - SPACE RACE



AN EXPANSION DESIGNED BY ELIAS HEYDRICH



BE WARNED! THE *SOUTH WESTERN ALLIANCE*, THE GROUP OF FORESTS FUNDING THE SPACE PROGRAM I WORK FOR, HAS LEARNED THAT OUR COMMON ENEMY HAS GAINED ACCESS TO THE RULEBOOK OF THIS *INTERPLANETARY* EXPANSION! THOSE DAMN PLUTOCOMMUNISTS WOULD DO ANYTHING TO CATCH UP TO US IN THE *SPACE RACE*...

DO NOT BELIEVE THE PROPAGANDA THAT THIS DIRTY CAPITALSOCIALIST IS TRYING TO FILL YOUR HEAD WITH! THE *NORTH EASTERN COALITION* HAS LONG SUFFERED THEIR TREACHERY AND THEIR PAST CRIMES ARE WELL DOCUMENTED! EVERY FREE SQUEAK ON *TREE* KNOWS OF THEIR PATHETIC ATTEMPTS TO COVER UP THEIR MANY FAILURES TO MEASURE UP TO OUR SUCCESSSES IN THE GLOBAL *SPACE RACE*. NOTE HOW THEIR VILE AND FALSE PROPAGANDA EVEN ATTEMPTED TO CONCEAL THE FACT THAT ANY COMPONENT OF THIS EXPANSION IS SHOWING THE ☺ SYMBOL SOMEWHERE FOR EASY RECOGNITION.



THERE, WITNESS THEIR PATHETIC ATTEMPTS TO SWAY YOU TOWARDS THEIR MISGUIDED IDEOLOGY - PRETENDING TO BE HELPFUL BY OFFERING UP TINY BITS OF USELESS INFORMATION! WHAT YOU ACTUALLY NEED TO KNOW IS THE FOLLOWING: WITH THIS *SPACE RACE* EXPANSION, COMPETITIVE PLAY FOR 2 PLAYERS BECOMES POSSIBLE.

The *Space Race* expansion transforms *Interplanetary* into a competitive game. Instead of coming together in peace and unity, Squeakind has formed two politically opposed blocks, struggling for global dominance of planet *Tree*. With numerous nuclear weapons on both sides of the iron treeline, open war will result in the destruction of the entire planet. As a result, the conflict has shifted into matters of national prestige and the eyes of both the leaders of the *North Eastern Coalition* and the *South Western Alliance* turn towards space exploration...

PLAYING WITH THIS EXPANSION

First things first, this is not a standalone expansion. To enjoy competitive play

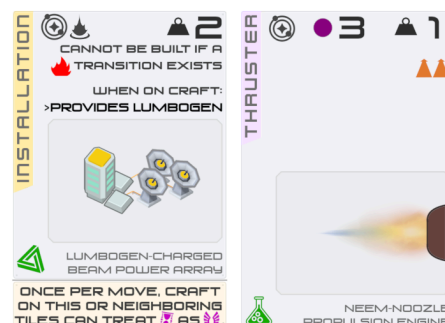
- you must have a copy of Expansion 1 - *Supply Drop*, which contains required additional components for player 1: two **outpost** cards and additional **parts**
- you must have a copy of Expansion 2 - *Unity*, which contains some of the required components for player 2 (**craft**, **depots**, ...) as well as material used by *Space Race* as well, like the player **tokens** and the new **tile** for planet *Tree*
- you must provide the additional cubes, dice and meeples required by the above

This rulebook document assumes familiarity with both the base game's rules as well as *Unity*'s rules. Only the relevant differences will be explained here.

NEW COMPONENTS

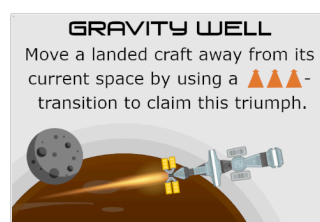
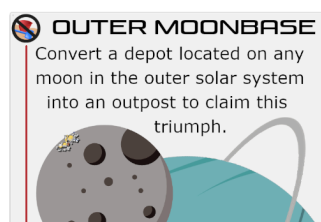
Space Race comes with both duplicates of familiar components, as well as entirely new ones. Again, remember that things like additional **craft** cards are part of the *Unity* expansion and thus not listed here, but are still required to play.

First things first, *Space Race* features a copy for each and every **part** card from both the base game as well as the *Supply Drop* expansion. This is required because the **part stacks** are no longer shared between players in the competitive game mode. As with all *Space Race* components, the ☄ symbol is present on these copies.



The new component on the left is the **tie breaker** card. It determines which player goes first when the **track cubes** are tied. This card has two sides and may get flipped during a session. Note that while *Space Race* does use player **tokens** introduced by *Unity*, their back side is used and they thus no longer break ties.

To the right, 2 of the overall 18 **triumph** cards are visible. These provide players with various unique scoring opportunities. Each card's back states how much that **triumph** is worth (in range from 1 to 3).

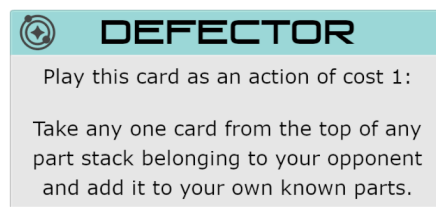


Some **triumphs** show an extra **symbol**, related to *sandbox* mode (see page 7).




The new **decree** cards specify one variant of **discovery** each and if a player manages to gain access to that variant during play, that **decree** will be worth 2 points for that player during scoring.

Finally, there are the new **black ops** cards, which are very similar in layout to **directive** cards but have a bluish card background instead, especially at the top. The **black ops** cards are explained on page 6 in detail.




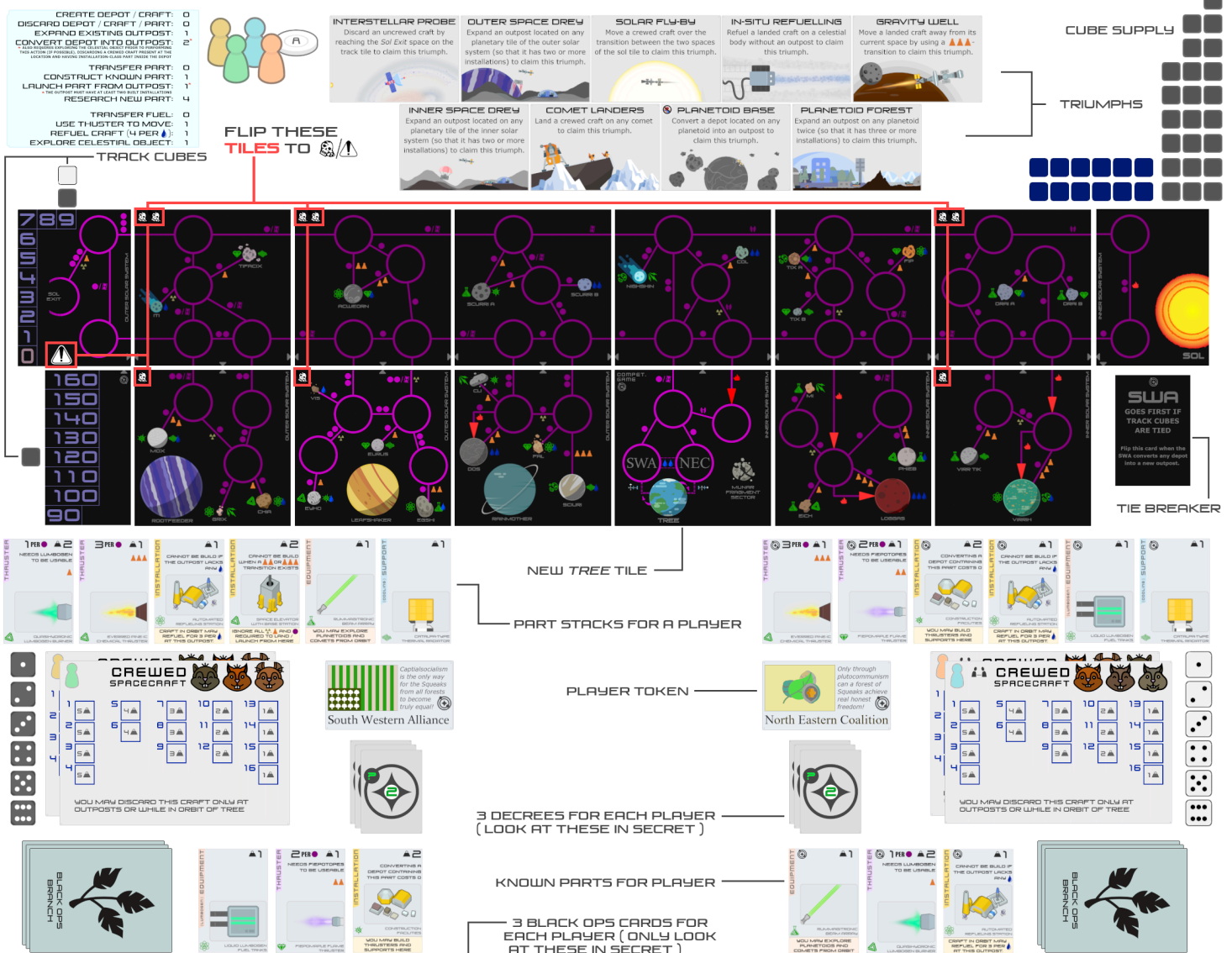
SPACE RACE SETUP

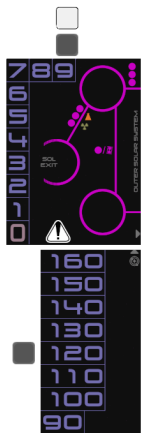
For competitive play, you have to setup separate **part stacks** and **known parts** for each player. Each **part** card showing a  symbol will be associated with one player and every card without the symbol with the other. Also give each player his or her two **craft** and the corresponding meeples, plus his or her six **outposts** and their associated dice.

To setup a new session, take the **tile** for planet *Tree* from the *Unity* expansion, using the side showing the text "COMPET. PLAY" in the top left corner. Create the solar system around planet *Tree* as described on page 7 of the base game's rulebook. Also place the new **lower track tile** below the (**upper**) **track tile** from the base game. Skip selecting a **difficulty** level and just flip the seven **tiles** indicated in **red** in the image below.

Next, every player performs step 2 of the setup from on page 8 of the base game's rulebook on his or her own, thus creating personal **part stacks** and **known parts**. Proceed with setup only after both players have committed to their initial **part** state.

No **directives** are in play! Instead, sort all **triumph** cards face-down by their back, shuffle each sorted **triumph** stack and then place three **triumphs** from each near the play area and reveal them. Set aside the remaining ones without looking (for now). Furthermore, shuffle all **decree** and **black ops** cards. Deal three of both types of cards to each player, then set aside all remaining ones without revealing them (again, for now). Place the **tie breaker** card in the play area (any side up) and then assign the **player tokens** at random ( side up). Finally, place one white and one black **track cube** next to the **upper track tile** and a single black cube on the other (lower) **track** at 120.





The *Unity* expansion contained an additional **track tile**, referred to as the **lower track tile** due to its intended placement below the base game's one (now called the **upper track tile** for distinction).

The cube on **lower track tile** tracks the overall number of **actions** in steps of 10, while the **upper** cubes encode individual steps in 0 to 9.

Note furthermore that **Space Race** is always played with the **special** side of the base game's **track tile**, showing ⚠ and the *Sol Exit*. The following rule is in effect: An **uncrewed craft** entering that **space** is immediately **discarded** and a **crewed craft** may never enter it.

Note: the setup instructions on the previous page are a recommendation only! Playing a shorter or longer game, or simply a more **difficult** game by flipping more **tiles** is of course possible. Also check out the **favor** variant on page 7.

ORDER OF PLAY:

In *Space Race*, one player acts as the *North Eastern Coalition* (NEC) and the other as the *South Western Alliance* (SWA). Similar to *Unity*, the **track tile** defines which faction must select an **action** next: the player who's **track cube** is further up on the **upper track** (larger number) must perform an **action** and pay its **cost**. Then, repeat this process, comparing the **track cubes** again and so forth. Note that the **tie breaker** card in the play area specifies who goes first when the two cubes share the same position of the **upper track**. Also note that the **tie breaker** itself might need to be flipped, as specified on the card itself.

When one player **resets**, place his or her cube onto (instead of next to) the **upper track tile**. This serves as a reminder that a player's cube is still ahead and until the second player **resets**, that player may not act (see *Unity*).

Once the other player's **reset** occurs, place both **track cubes** at the edge of the **upper track tile** next to their respective number as normal. Then move the single black cube on the **lower track tile** one step down before resuming play. If the cube of the **lower track tile** needs to move below the minimum value, flip the **tile** first. If it is already flipped, remove the lower **track cube** from the game.

In this case, players are now limited to **actions** that do not trigger a **reset**.

PLAYING AGAINST ANOTHER PLAYER:

Unless stated otherwise, you may only interact with your own components, be it card, meeple or dice. Any **action** may only be executed if you control all the components involved, which includes **part stacks** and **known parts** too.

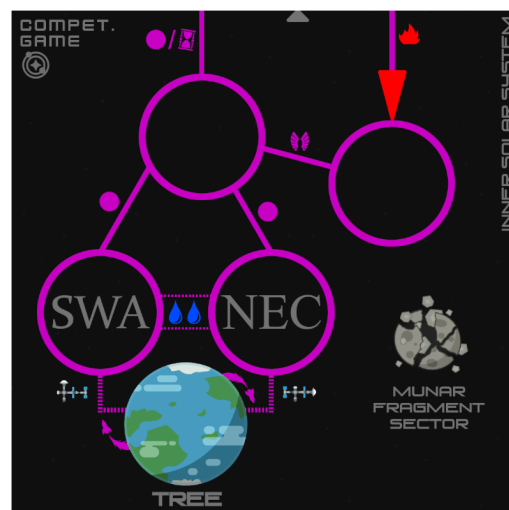
Effectively, you are never interacting directly with your opponent.

Also, recall that there may only be a single **outpost** per **celestial object**, thus the first player able to convert a **depot** somewhere blocks the other from doing the same there later. Even so, you may still **land** your **craft**, create a **depot** or **refuel** without the opponent's **outpost** (using a specific **part**) at this location. **Discarding** your **crewed craft** there is invalid though, as it is not your **outpost**.

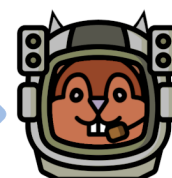
If you were wondering why planet *Tree* has two **orbit spaces** when playing competitively, that is simply for ease-of-play only (to avoid cluttering): For the *SWA*-player, the left space counts as *Tree*'s **orbit** and for the *NEC*-player, the right one does.

The **refuel** amount is the same for both spaces and all other rules are entirely unaffected as well.

While you enter the other player's **orbit**, it makes no sense to do so in *Space Race* since you cannot affect anything there, as per the previous page.

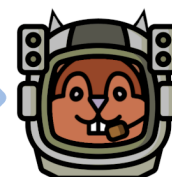


ON THE TILE, YOU CAN ALSO SEE WHAT IS LEFT OF *TREE*'S BEAUTIFUL SATELLITE NOWADAYS... AND YOU CAN THANK THE CAPITALSOCIALISTS FOR THAT! FIRST, THEY PLACED LAUNCH SITE FOR THEIR NUCLEAR MISSILES ON THE *MUN*, AIMING THEIR WARHEADS AT US FROM SPACE! AND LATER, ALL THOSE UGLY WARHEADS WENT OFF IN THEIR BUNKERS INSIDE THE *MUNAR* SURFACE, CRACKING THE *MUN* OPEN!



THAT IS A LIE AND YOU KNOW IT! THE *NORTH EASTERN COALITION* ATTEMPTED AN ARMAMENT OF THEIR BASE ON THE *MUN* AND WHEN THEIR WARHEADS BLEW UP AND TRIGGERED THE QUAKES, THEY TRIED TO BLAME IT ON US!

NONSENSE! YOU CAN DENY IT ALL DAY, YOU WARMONGER BUT THE READER OF THIS DOCUMENT WILL NOT BE FOOLED! THANKS TO YOU AND YOUR REGIME, THE *MUN* IS NOW LOST!

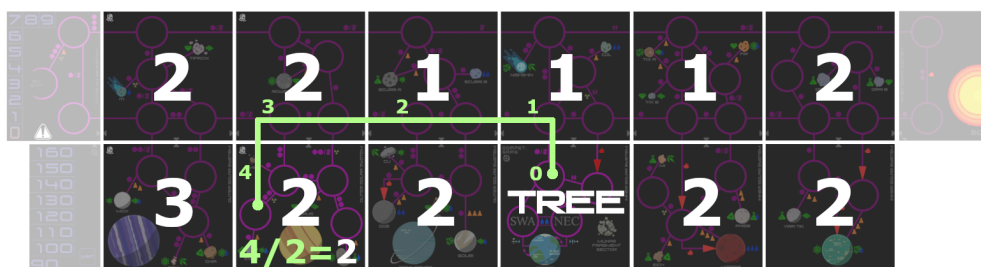


THERE, DEAR READER, THERE YOU CAN SEE THE LENGTHS THAT THE DAMN PLUTOCOMMUNISTS ARE WILLING TO GO TO IN ORDER TO HIDE THEIR DIRTY SECRETS, ALL THE WHILE ENDANGERING EVERY LIVING SQUEAK ON THE PLANET!

WINNING THE *SPACE RACE*

The game ends in one of two ways: Either a player gives up (and thus loses) or once no player can perform any **actions** of non-zero **cost** anymore. In the later case, the player with the higher score wins. Compute a player's score as follows:

- claimed **triumph** cards, worth 1 to 3 points depending on the card
- fulfilled **decrees**, each worth 2 points (reveal your **decrees** to prove this)
- **outposts**, each worth points equal to half the distance in **tiles** from the *Tree* **tile**, rounded up if necessary. Here is an example to clarify this rule:

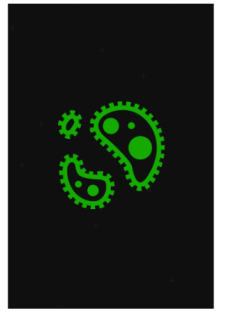


DECREES AND TRIUMPHS

As explained on page 3, players receive three **decree** cards during setup, which they should look at only in secret. On each card, a **discovery** symbol is visible. If and only if you have an **outpost** with a **discovery** matching a **decree** when the game ends, you can score it for 2 points (see previous page).



REMEMBER THAT ONLY 6 OF THE 8 SYMBOLS ARE IN PLAY DURING ANY SESSION AND YOU ONLY SEE 3 OF THEM. AS SUCH, TRYING TO BLOCK THE OTHER PLAYER IS USUALLY NOT WORTH IT. THEREFORE, CONTINUE TO FOCUS ON GAINING **DISCOVERIES** USEFUL TO YOU!



INNERMOST BASE

Convert a depot located on a moon or planet of the rightmost planetary tile into an outpost to claim this triumph.



Triumph cards are opportunities to score too, but they are public and thus available to both players until **claimed**. Each such card specifies some condition and in the very moment that you satisfy that condition using an action, you can **claim** that **triumph**, placing it face-down next to your **known parts**.

ALL THE DIFFERENT **TRIUMPHS** ARE WORTH DIFFERENT AMOUNTS OF POINTS! CHECK EACH **TRIUMPH'S** BACKSIDE TO SEE HOW MUCH IT IS WORTH, SOMETHING ANY PLAYER MAY DO AT ANY TIME WHILE IT REMAINS **UNCLAIMED**...



BLACK OPS CARDS

In addition to the **decrees**, both players also receive a number of **black ops** cards during setup, which they also look at only in secret until it is played. By playing a **black ops** card, you are able to bend the rules in some way, usually hindering the efforts of the other player or benefiting from his or her hard work.

Each **black ops** card clearly specifies how and when it can be played.

After playing a **black ops** card and dealing with its effects, you remove that card from play entirely!

An effect of a **black ops** card takes precedence over any and all standard rules (like not affecting your opponent's **craft**).



DEFECTOR

Play this card as an action of cost 1:

Take any one card from the top of any part stack belonging to your opponent and add it to your own known parts. For the rest of the game, treat this card as if you had researched it yourself.



We are witness to Squeakind radicalizing, we watch that great Iron Treeline growing around more and more forests to protect those within from supposedly harmful ideas. In truth, it only divides us, keeping Squeak from fellow Squeak.

- POST ON USELEAF GROUP "NEWS.GLB" BY "542QK"



SABOTAGE

Play this card when your opponent moves a craft from *Tree's* orbit to any other space.

This craft (and thus all its parts) are immediately discarded, even if the craft in question is a crewed one.



At times, because of one Squeak's evil, ten thousand others suffer. So you kill that one Squeak in order to let the tens of thousands live. Here, the swordclaw in your paws that deals swift death is, in truth, granting life.

- "HABAKURE", THE BOOK OF THE SQUEMURAI



IF A **BLACK OPS** CARD IS PLAYED AS AN ACTION, FOLLOW ALL NORMAL RULES FOR ACTIONS, INCLUDING **RESETS**. BUT ONCE THE CARD IS GONE, SO IS THAT ACTION'S AVAILABILITY.

VARIANT: FAVOR

Favor is an optional variant, you may choose to play with or without this during setup time. Using **favor**, you gain limited access to your opponent's **outposts**.

To play with this variant, you require an additional number of poker chips, discs or coins (but different from the coin you flip on e.g. **exploring** a celestial object). Each such chip represents a **favor** your opponent owes you. You may play with any even number of **favours** but the recommended amount is 4. During setup, simply give half of the total amount of **favours** in the game to each player:



FAVOR



Before selecting an **action**, you may give a **favor** to your opponent and select one of his or her **outposts**. Then, only for that **action**, you may make use of all **boons** without the word "you" in their texts from any **installations** of that **outpost** and, in addition, **refuelling** your **craft** is allowed at that **outpost**.

Your opponent simply receives the **favor**, he or she cannot prevent this effect.


SO, THROUGH USAGE OF FAVOR, YOU CAN FOR EXAMPLE MAKE USE OF A RESEARCH LABORATORY INSTALLATION BELONGING TO YOUR OPPONENT TO UPGRADE ONE OF YOUR OWN KNOWN PARTS. BUT OF COURSE, EVERY PIECE OF FAVOR GIVEN AWAY IS GONE UNTIL YOUR OPPONENT DECIDES THAT IT IS TIME TO CALL IN ON THESE FAVORS...



Remember that **favor** only takes effect for a single **action**. If you want to **refuel** a **landed craft** twice at an opponent's **outpost**, it will cost you two **favours**!

VARIANT: SANDBOX MODE FOR SOLO PLAYERS

Playing a competitive game by yourself is obviously not really possible. However, once you have printed a copy of this expansion, an alternative mode of solo play, more free-form in nature, becomes available: the *Sandbox*-game. To play a *Sandbox* session, setup the game for solo play as described on pages 7 and onwards in the base game's rulebook, with the following minor alterations:

- place both the **upper** and **lower track tiles**, as well as two cubes onto the maximum values of each respective **track tile** (thus encoding the value 169)
- instead of a **campaign deck**, lay out all **triumphs** without the -symbol
- play with the **special** side of the **upper track tile**, so that *Sol Exit* is visible

In *Sandbox*, you play against an **action cost** limit, the 169 maximum. Pay the **costs** for your **actions** as normal and also update the **lower track cube** when **resets** occur, eventually flipping the **lower track tile** (see page 4).

Your goal is to claim all available **triumphs** and **explore** all celestial objects of the solar system! If this is achieved or if **actions** of non-zero **cost** are impossible, the game ends. You then determine your score exclusively through the **track cubes'** value, its remaining amount at the end of the game simply is your score. Record that score in the *Hall of Fame* as usual, but mark it as a *Sandbox*-game!